(setup whiteboard) This course is a broad graduate-level introduction to HCI research. The course begins with seminal work on interactive systems, and moves through current and future research areas in interaction techniques and the design, prototyping, and evaluation of user interfaces. Topics include computer-supported cooperative work; audio, speech, and multimodal interfaces; user interface toolkits; design methods; evaluation methods; ubiquitous and context-aware computing; tangible interfaces; haptic interaction; and mobile interfaces.
I’d like to do a couple things in our first class together today. I’d like to share with you my thoughts on what HCI is, and then talk about the goals and structure for the course. I hope this will be of benefit for you in providing a framing for both the intellectual content and the logistics for the course, and also help you decide whether this is an enterprise you’d like to be a part of this quarter. And at the end of class today, I’d like to close by sharing a brief overview of my own research, so you can get a sense of where I’m coming from.
Vannevar Bush

- Helps us stretch our minds and think about bigger issues
- There’s a rich history to our discipline
- Focused on creativity augmentation
- Paper v. digital documents
  - reading v. searching (books)
  - automatic/configurable v. auditable (votes)
Ivan Sutherland video
Xerox Alto/Star video
Next Time... CSCW

- Beyond Being There
  Jim Hollan and Scott Stornetta

- Groupware and social dynamics: Eight challenges for developers
  Jonathan Grudin

- Social, Individual, and Technological Issues for Groupware Calendar Systems
  Stuart K. Card and Thomas P. Moran